

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	1♣: 2♦, ♥: Transfer, 2♠: Raise. 1♦: 2♥, ♠: 4-7, 6+ suit, 3♣: Raise	
Jump shifts after Major opening	3♣: To play. Others: Bergin	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	5 card puppet stayman	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead, A,Q-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Top (supported); 3rd (unsupported)	Top (supported); 3rd (unsupported)
<b>Discards</b>	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low encourage	Low encourage
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	4th from 5 or more small	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Blackout (2 steps)	
Good/Bad 2NT in competition	

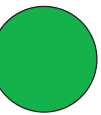
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	6718	Richard BRIGHTLING
& Names:	157627	David HOFFMAN
Basic System:		
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 10- ; 2+	1♥ 11- ; 6+ or 13- ; 5	
1♦ 10- ; 4+	1♠ 11- ; 6+ or 13- ; 5	
1NT 15-17 (approx)	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>	2♣ Puppet to 2D	Other:
2♦ 5+♥	2♠ 5+♣	
2♥ 5+♠	2NT Mild slam try (denies a 4 major)	
other		
2♣ 23-24 balanced; or Game Force		
2♦ 6-10, 6 major		
2♥ 9-12, 5♥, not 4♠		
2♠ 9-12, 5♠, not 4♥		
2NT 20-22 balanced	3NT Strong 4 major	
other		

#### 2. PRE-ALERTS

Transfer responses after 1♣	1M-2♣: Includes 10-11, 3 card raises
Criss cross minor suit raises	Bergin
(2♦ European) X	1M-3♣: 10-11, 6+♣, non forcing

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	55 lowest
1NT overcall - immediate	15-18	Immediate cue of minor	♠s+ other
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos	X + lebensohl	Over opening threes	X
Over opponent's 1NT	2♣: Majors; 2♦: Single Major; 2M: 5+ and 4+ minor		
[X of strong:: 4+ major and 5+ minor]			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5-, 4+♥	2♦ 6+♥, weak or strong	3♦ Splinter
1♥ 5-, 4+♠	2♥ 6+♠, weak or strong	3♥ Splinter
1♠ 5-, 4+♦; or 6-10, bal	2♠ 10-15, 4+♣	3♠ Splinter
1NT 11-12	2NT 5+♣, slam try	3NT 13-15, to play
2♣ 5-9, 5+♣	3♣ Preemptive	4♣
other		
1♦ 1♥ 5-, 4+♥	2♥ 4-7, 6+♥	3♥ Splinter
1♠ 5-, 4+♠	2♠ 4-7, 6+♠	3♠ Splinter
1NT 5-9 bal	2NT 4+♦, slam try	3NT 13-15, to play
2♣ 10-, 4+♣, f to 2NT	3♣ 10-15, 4+♦	4♣ Splinter
2♦ 5-9, 4+♦	3♦ Preemptive	4♦
other		
1♥ 1♠ 5-, 4+♠	2♥ 5-9, 3 support	3♦ 6-7, 4+♥
1NT 5-9 bal	2♠ 8-11, 4♥	3♥ Preemptive
2♣ 10-, 2+♣	2NT 4+♥, game force	3♠ Splinter
2♦ 10-, 4+♦, f to 2NT	3♣ 10-11, 6+♣	3NT 13-15, bal, 3♥
other		
1♠ 1NT 5-9 bal	2♠ 5-9, 3 support	3♥ 6-7, 4+♠
2♣ 10-, 2+♣	2NT 4+♠, game force	3♠ Preemptive
2♦ 10-, 4+♦, f to 2NT	3♣ 10-11, 6+♣	3NT 13-15, bal, 3♠
2♥ 10-, 4+♥, f to 2NT	3♦ 8-11, 4+♠	4♣ Splinter
other		
1NT 3♣ 5+♣, RKCB	3♠ 5+♠, RKCB	4♦ Transfer to 4♠
3♦ 5+♦, RKCB	3NT To play	4♥ To play
3♥ 5+♥, RKCB	4♣ Transfer to 4♥	4♠ to play
other		
2♣ 2♦ 0-3 or 10-	2NT 7-9, 5+♣ to 2/3 honours	3♥ 7-9, 5+♠ to 2/3 honours
2♥ 4-6	3♣ 7-9, 5+♦ to 2/3 honours	3♠ Minors, slam interest
2♠ 7-9, no biddable suit	3♦ 7-9, 5+♥ to 2/3 honours	3NT 5♠, 4♥, slam interest
other		
2♦ 2♥ Correctable	3♣ To play	3♠ Correctable
2♠ Correctable	3♦ To play	3NT To play
2NT Ask	3♥ Correctable	4♣
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ Preemptive	4♣
3♣ To play	3♠	4♥
other		
2♠ 2NT Enquiry	3♥ To play	4♣
3♣ To play	3♠ Preemptive	4♥
3♦ To play	3NT To play	4♠
other		
2NT 3♣ 5 card puppetstayman	3♠ Minors, slam interest	4♦ 6+♦, RKCB
3♦ 5+♥	3NT To play	4♥
3♥ 5+♠	4♣ 6+♣, RKCB	4♠
other		

## 9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing

One round

Game force

NT Checkback

Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

X: Overcall in major; 2H,S: Takeout of that major

RCO style 2-s

Other 2-s

Defence

1♣ : X: Majors; 1NT: Minors; 2D: 6 major; 2♥,♠: Intermediate

to

1♣ - P - 1♦: X: Majors, 1NT: Minors

strong

2♣ : X: Majors; 2NT: Minors

♣

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

## 10. OTHER NOTES